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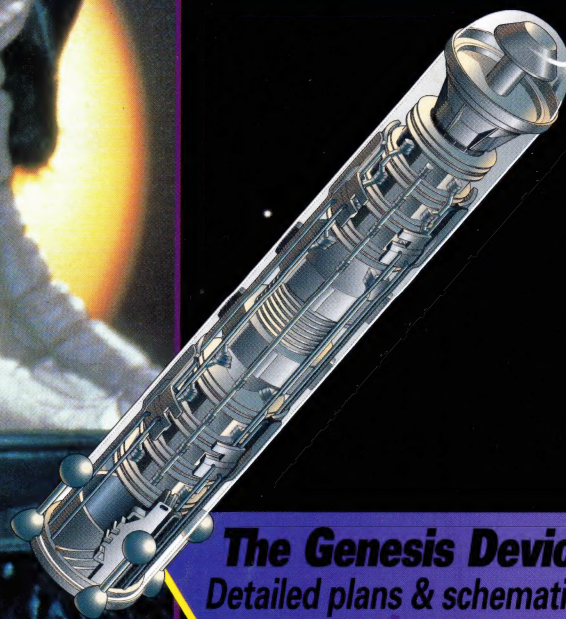
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Gul Dukat's Dark Past
The Ruthless Prefect of Bajor

Meet Melora Pazlar
Overcoming high gravity

HIDEKI-class ships
Cardassian invasion begins



The Genesis Device
Detailed plans & schematics



STARFLEET's Armory
From phasers to photon torpedoes

Blueprints of the GALAXY Class
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ENSIGN MELORA PAZLAR
GUL DUKAT: Prefect of Bajor

Equipment & Technology

STARFLEET Rank Insignia: 2271

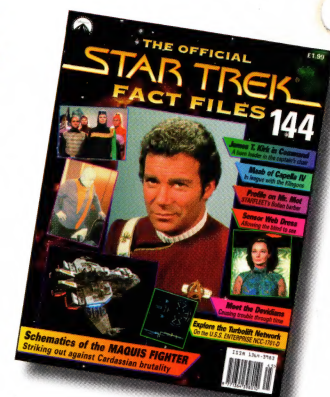
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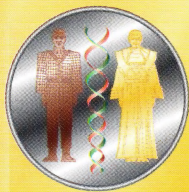
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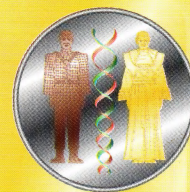


OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 3B



OTHER GROUPS
AND RACES

BETAZOID MENTAL ABILITIES

The **Betazoids** are a species of humanoids with highly advanced mental abilities. Their strong ethical nature, combined with impressive telepathic powers, has placed them at the forefront of the **United Federation of Planets'** diplomatic and exploratory endeavors.

The telepathic and empathic abilities of **Betazoids** is an inherent genetic trait – one that is strong enough to manifest itself in humanoids of one half or even one quarter Betazoid descent. The race's telepathic power enables them to converse directly with one another without the need for spoken language. They use pure thought and emotion to express concerns and ideas, although Betazoids will adopt linguistic forms

when communicating with members of other species. Unlike some telepaths such as the **Cairn**, however, they tend to transmit their thoughts in terms of words rather than pictures.

Open culture

The ability to see directly into one another's thoughts has given rise to a Betazoid culture based on honesty. Lies are pointless and Betazoids prize truth in all things, although this can sometimes make them seem tactless.

Betazoid powers are actually manifold, and differ widely in use and strength from the telepathic abilities of other races.

Vulcans, for example, are capable of a powerful and direct merging of thought known as a **mind-meld**, but this requires preparation, physical contact, and intense training. Betazoids, on the other hand, can project their thoughts into a receptive mind with relative ease, and over a much wider area. They have exhibited



▲ **Betazoid mental abilities make members of the race excellent ambassadors and ship's counselors.**

a number of distinct mental skills, including the ability to detect the emotional state of another being, known as

empathy (or **receptive empathy**) and with alien life forms. Betazoids also have the ability to project and receive telepathic signals, or sense the surface thoughts and intent of others.

Psychic neurology

The physiology of the Betazoid brain is not radically different from that of most humans, but they possess an additional developed area not present in many other races. Some humans have a latent psychic ability that may be activated by advanced technologies or genetic manipulation, whereas Betazoids have a naturally occurring psychic brain center or telepathic lobe called the **paracortex**.

This highly evolved lobe is the core of the race's psychic powers. The operation of the paracortex is controlled by the production of a brain chemical known as a neurotransmitter. In

UNREADABLE RACES

Impervious to telepathy

The Betazoid ability to 'read' minds is based on three factors: the being's own psychic power and capability, brain structure, and physiology. An illustration of the first factor is given when Counselor Deanna Troi of the **U.S.S. Enterprise NCC-1701-D** encounters the apparently human male known as Kevin Uxbridge in 2366: her empathic abilities are hindered by the continual psychic 'white noise' of a song he projects into her mind, that prevents her from realizing he is a **Douwd**, a powerful telepathic being. Similarly, Lwaxana Troi is unable to telepathically locate a **Dopterian** thief on **Deep Space Nine** because of his differing brain structure. **Ferengi** and **Breen** are also difficult to read.

▼ **Most humanoids are susceptible to Betazoid telepathy, but the mysterious Breen remain a blank slate to the powerful telepaths, who are unable to penetrate their differing brain structures.**



▲ **The Ferengi's unusual four-lobed brain shields their thoughts and intents from even the most powerful Betazoid telepaths.**

▼ **Lwaxana Troi cannot sense the thoughts of the Dopterian thief who steals her jewelry on DEEP SPACE NINE.**



GALAXY FACTS

- ▶ Betazoids are not touch-telepaths but they do have the ability to use a technique similar to the Vulcan mind-meld to delve into another's mind.
- ▶ Lwaxana Troi's metaconscious suppresses the memory of her eldest daughter's tragic death for 30 years. When the memory resurfaces in 2370, it almost causes her mind to shut down.

The Guide to the STAR TREK Galaxy

FILE 18

CARD 3B

BETAZOID MENTAL ABILITIES



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

▼ Betazoids can establish telepathic contact with many species, but in contrast to Vulcans, they cannot sense the highly chaotic and random thoughts of animals, and can, therefore, make no connection with them.



▲ In 2371, Lwaxana Troi suffers from the telepathic malady Zanthi fever during a visit to DEEP SPACE NINE. The mature Betazoid unknowingly projects her amorous emotions for Constable Odo onto the rest of the station's inhabitants.

non-telepaths, neurotransmitters serve to send information from the brain to the body and affect emotional states, but in Betazoids an additional chemical – **psilosynine** – is present, which activates the brain's special powers.

The paracortex, alive with powerful psychic energies, is safeguarded by a metaphysical boundary called the **metaconscious**, which shields the Betazoid mind from unwanted

telepathic intrusion. In effect, the metaconscious is a psychic barrier that allows Betazoids to shut out the thoughts of others in order to avoid being 'deafened' by undisciplined mental chatter, and also to keep their own thoughts private and personal.

Broken barriers

Some medical conditions can hamper the protective dampening effect of the metaconscious, such as the



▶ Betazoids are powerful telepaths but their psychic abilities can be blocked by other, more powerful beings, such as Kevin Uxbridge, a Douwd who hinders Deanna Troi's empathic ability in 2366.



mid-life change known as **the phase**, experienced by Betazoid women. The phase dulls the receptive and projective telepathic abilities while radically increasing the reproductive drives. Lwaxana Troi experiences the effects of the phase in 2365.

A more dangerous reduction in metaconscious power can develop from a number of neurological maladies, including the

Psi-2000 virus, which affects the strength of the Betazoid ability to block the reception of strong emotion. **Zanthi fever** is another psychic-disabling disease; it causes the reverse effect by projecting the sufferer's emotional state onto others within a certain proximity.

Tactical telepathy

These limitations aside, the Betazoids' dynamic mental powers have been of great service to the Federation. With the introduction of the role of ship's counselor, many Betazoids join **Starfleet** and utilize their innate skills to promote harmony among starship crews, while others take part in many of the Federation's diplomatic and **first contact** initiatives, using their ability to interpret across the language barrier to encourage peaceful interaction with new races.

In the late 2370's, Betazoid talents become of major tactical importance when the **Founders** of the **Dominion** attempt to infiltrate the Federation, allowing Betazoids to play a major part in the downfall of the race that has invaded their homeworld.



▲ Betazoids are useful to the Federation in its dealing with other telepathic races, such as the Cairn, who are unused to verbal communication.

TELEPATHIC EFFORTS

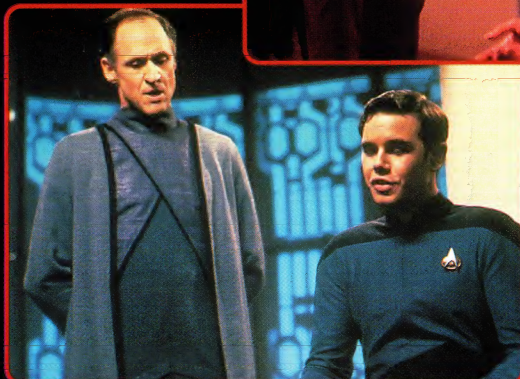
Mental privacy

Betazed is an important member race of the United Federation of Planets, and as such many Betazoids put their powerful psychic talents to good use by joining Starfleet. Betazoids often serve in roles that promote peace and harmonious relations between people and races, such as starship counselors, first contact experts, and service within the diplomatic core.

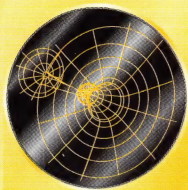
As Betazoid culture is extremely open, however, some problems can arise. Betazoid telepaths can confuse withheld emotions for deceit or treachery which is not always the case with humanoids who like to keep their thoughts to themselves. Some Betazoids can also be tactless in their honesty, showing little regard for the mental privacy of non-telepaths. Ambassador Lwaxana Troi often seems to overstep the mark where the ethical usage of telepathy is concerned.



▲ Deanna Troi constantly scolds her mother for failing to communicate verbally when they are among non-telepaths, such as her ENTERPRISE colleagues.



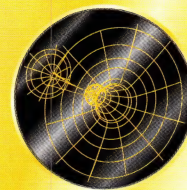
◀ Admiral Satie's Betazoid aide wrongly interprets Crewman Tarses's desire to keep secrets as evidence that he is Romulan collaborator.



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 3A



SPACE
PHENOMENA

THE GENESIS DEVICE

In the annals of Federation science, the **Genesis Device** stands out as one of the most ambitious and daring research experiments ever to be carried out.

The **Genesis Device** is a sophisticated technological innovation designed to alleviate sociological problems such as overpopulation and limited food supplies. It is developed by a team of scientists led by **Dr. Carol Marcus** and her son, **Dr. David Marcus**.

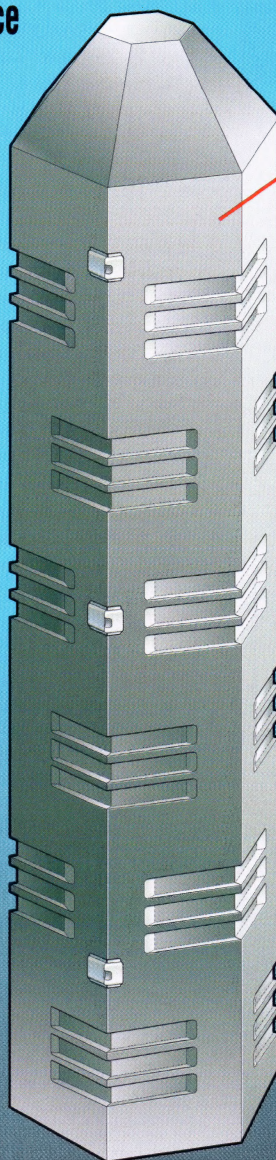
The device initiates a process which reorganizes molecular structure at the subatomic level into life-generating matter of equal mass. The main goal of the research project is to use the device on a planetary scale, making uninhabited or hostile planets suitable for most life forms.

The Genesis Device is torpedo-shaped, and can be launched from a ship in exactly the same way as a

photon torpedo. Upon impact with a planet, it instantaneously creates the 'Genesis Effect' through a large scale explosion similar to the detonation of a nuclear weapon. Matter is reorganized according to a preprogrammed matrix, and life is generated rapidly.

Step by step

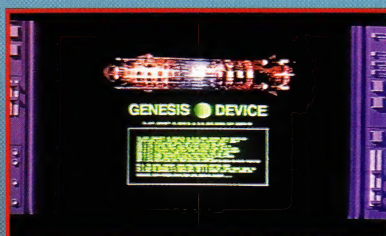
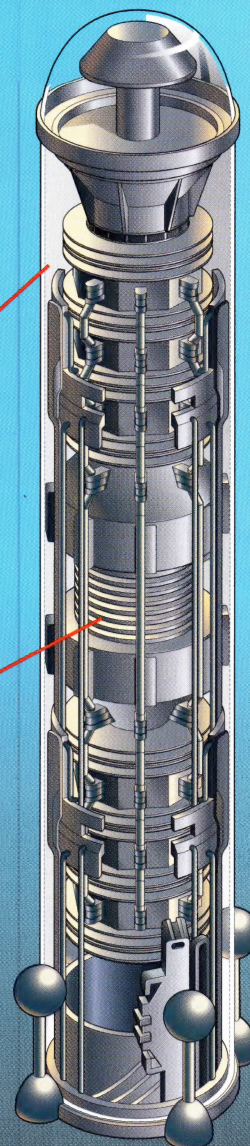
Development and testing of the Genesis Device takes place during a year-long period on a space station orbiting **Regula**, a **Class-D** planetoid. Tests are carried out by Carol Marcus and her team in three stages, the first of which involves experiments conducted in a laboratory on the space station. In the second stage, the device is deployed within a lifeless



The Genesis Device is concealed within an outer casing, perhaps for security purposes or to protect the device itself from external damage.

The device can be launched from a ship like a photon torpedo, and is of a similar shape.

Once the activation sequence is started, the Genesis Device starts to pulsate as it powers up for launch.



Dr. Carol Marcus outlines the purpose of **Project Genesis** in a proposal she submits to the Federation, showing how the device should work.

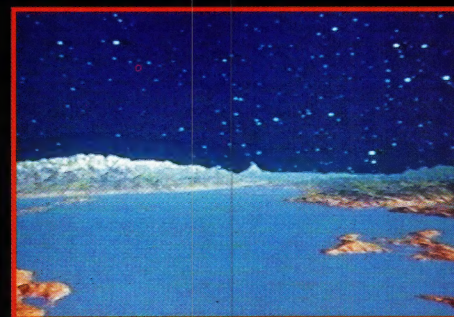
CREATING NEW WORLDS



Stage three of the Genesis Project implements the device on a lifeless planetary body, such as a moon.



The **Genesis Effect** erupts like a wave across the sphere and results in the creation of an inhabitable, **Class-M** planet.



The reformed moon now has a variety of ecosystems capable of supporting whatever life forms are deposited there.

GALAXY FACTS

● **Protomatter** has been denounced by virtually all scientists in the Galaxy as unstable.

● On the newly created **Genesis Planet**, night moves to day without warning and microbes soon evolve to the size of snails.

▶ **Stage 2 of Project Genesis** brings life to a lifeless cavern inside the **Regula** asteroid.



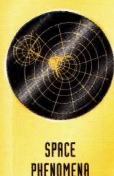
▲ **Responding to a distress call** from **Carol Marcus**, **Kirk** finds **Regula 1** abandoned.



▲ **Khan Noonien Singh** steals the **Genesis Device** and activates it on board the **U.S.S. RELIANT**.

▶ On the bridge of the **U.S.S. ENTERPRISE**, **Carol Marcus** marvels at the device's effects.

▼ The **Genesis Device** explodes inside the **Mutara Nebula** and forms the **Genesis Planet**.



The Guide to the STAR TREK Galaxy

FILE 5 CARD 3A

THE GENESIS DEVICE



underground cavern deep inside the **Regula** asteroid. The intention of the third stage of testing is to introduce the device to a lifeless space body, such as a moon or barren planet.

Destructive device

Unfortunately, if the device is detonated where life already exists it could prove to be the most powerful doomsday weapon ever invented, destroying all life in favor of its new matrix. This possibility seems to catch its creators off-guard and they are unprepared for the consequences when **Khan Noonien Singh** steals the device and detonates it aboard the **U.S.S. Reliant NCC-1864** in the middle of the **Mutara Nebula**.

The resulting cataclysmic explosion reorganizes the matter that constitutes the nebula and forms a new, habitable **Genesis Planet**.

The planet is unlike any other known to the

Federation. Despite its recent birth, foliage appears in a fully developed stage of growth without any sign of radioactive or other contamination. All varieties of land and climes occur in close proximity on the surface.

The tranquil-seeming planet, however, has a highly unstable core, caused by the inclusion of **protomatter** in its **Genesis** matrix, and this results in a rapid aging process. The protomatter interferes with the matrix's ability to stabilize its program.

Protomatter is known for its unpredictability, but **David Marcus** included it in the matrix in his haste to finish the project. It was an unwise decision – the rapid destabilization of the newly

formed planet results in progressively violent wind storms, fires, earthquakes, avalanches, and they literally cause the planet to fly apart in space in an explosion almost as tremendous as the one that created it, destroying the life that has so recently been created.

One unintentional side effect of the **Genesis Device** is that it is also responsible for regenerating the body of **Captain Spock**, who has been killed in a radiation accident aboard the refit **U.S.S. Enterprise NCC-1701**. The torpedo casing containing his body is launched into space shortly after the creation of the **Genesis Planet** and lands on the surface, where

it is subjected to the same regenerative processes.

As the planet ages, so does the **Vulcan's** physical body, which is eventually rejoined with his consciousness during a ceremony on his home planet of **Vulcan**.

The price of failure

Ultimately, the **Genesis Device** is a grand experiment that failed. The arrogance of **David Marcus** in using protomatter in the matrix is partially responsible for this, but a series of factors, including the theft of the device and its use in an unintended setting, are also to blame.

Had **Dr. Marcus** not used protomatter, the **Genesis Device** might never have functioned, and scientists might never have glimpsed its awe-inspiring capabilities. In time, these experiences may lead to even more powerful advances in the field of matter regeneration.

IN THE WRONG HANDS

Doomsday weapon

In the words of **Carol Marcus**, the **Genesis Device** works by creating "life from lifelessness." It does, however, occur to some of the project scientists that it also has the potential to be used as a powerful, unstoppable doomsday weapon. In 2293, **Khan Noonien Singh** steals the device and intends to use it as an instrument of his revenge against **Captain Kirk**.

The data regarding **Genesis** is contained within a small computer station which also features the controls to activate the device. Upon activation the console then displays a countdown sequence.



▲ **Mother and son science team** work to develop the device. They have gathered so much research data that the project's memory banks are almost full.



▲ A defeated **Khan** manages to crawl to the stolen **Genesis** computer station aboard his ship in order to detonate the **Genesis Device**. It is his final act of defiance against **James Kirk**.

◀ The **Genesis Device** is activated by the controls on this console. The console panel folds back inside the main station when not in use, protecting the delicate controls.

Hideki-Class Ships

A medium-range combat vessel used by the **Cardassian Union**, the *Hideki*-class patrol ship is a frequent thorn in the **Federation's** side, facing **Starfleet** in dozens of engagements during the war with the **Dominion**.

Since the middle of the 24th century, the **Cardassian** military has proved to be a deadly threat to both the **United Federation of Planets** and those worlds in close proximity to **Cardassia Prime**, through its policy of confrontation and planetary invasion. Utilizing technology on a par with that of **Starfleet**, the **Cardassian** military has developed a formidable array of vessels, and while it relies on **Galor**-class cruisers for heavier work, many of the routine patrol sorties in and around Cardassian space are carried out by smaller *Hideki*-class ships.

On patrol

Hideki-class vessels are officially categorized by Starfleet as Cardassian patrol ships. They are versatile vessels whose distinctive signature is instantly recognizable by Starfleet ships on their approach. An *Hideki*-class ship is larger than a **Danube**-class *Runabout* and features typically aggressive Cardassian styling: it has an organic appearance with a wide, flat front section and a tail-like rear for its main engine configuration. Starfleet's categorization may suggest its role is limited, but such vessels have been used by the Cardassians as part of invading armadas, such as in the retaking of **Deep Space Nine** in 2374.

The ships possess a curved oval front with the bridge at its leading edge, defined by a canopy which angles back and upward. Following the contour of the hull, the upper part of the front section flattens out to incorporate a raised circular collar which may be a docking port. The flatish vessel offers a very narrow

profile from a side and front attack.

The distinctive 'manta ray' shape of this hull is enhanced by its narrow downward curving wing extensions, which create a streamlined look from some elevations – possibly indicating that the ship is capable of atmospheric travel. The majority of the vessel's exterior sections are coated in a flat gray finish, while the leading edge of both wings is darker. Identification strips are set a few meters behind the bow.

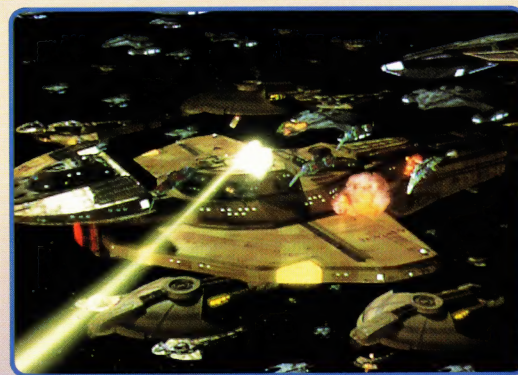
Directly attached to the front section is the tapered rear hull, which is much narrower in width, running directly in line with its center. Roughly the same overall length as the bow, the rear section's upper surface has two raised rectangular ridges which run from behind the upper circular collar back to the exhaust port at the stern, with an oval cross-section. Attached to both sides of the stern are two outwardly angled sections which have a pincer configuration. The sectional nature of these arms suggests that their configuration may be altered further, perhaps to modify the ship's warp field in flight.

Commanders and crew

A ship of this complexity must be large enough to accommodate a permanent flight crew, as well as the three-man inspection teams often sent over to other ships via **transporter**. The crew complement is thought to be around 30; previous encounters with these vessels confirm that a commander of **gul** rank is the usual senior officer. Available intelligence of interior details is limited to the narrow view displayed when the commander



After the Dominion takeover of **DEEP SPACE NINE**, several **HIDEKI**-class ships are based on the station as patrol vessels.



HIDEKI-class ships are often deployed alongside the much larger **GALOR**-class cruisers employed in the Cardassian fleet.

initiates direct audiovisual communication with another vessel from their command station.

Unsurprisingly for a Cardassian vessel, the ships are well armed and defended. Armaments include a forward **disruptor** unit located under the bow of the ship; Starfleet vessels can detect when this targeting system is locked on. *Hideki*-class ships are also equipped with a jamming device able to block **subspace** frequencies. A combination of these factors and its speed, maneuverability, and defensive systems makes this ship a deadly weapon; while it may not survive the punishment of an attack from a **Defiant**- or **Galaxy**-class vessel, it has proved its worth in countless encounters.



The **HIDEKI**-class patrol ships operate in a combined **Cardassian-Jem'Hadar** taskforce, during the Dominion's deadly assaults on the territories of the Alpha and Beta Quadrant powers.



The relatively small size and maneuverability of **HIDEKI**-class ships makes them more capable of avoiding enemy fire than larger Cardassian vessels.

Hideki-Class Ships

DORSAL VIEW

Beneath the bow of the ship is an omnidirectional weapons grid equipped with powerful spiral-wave disruptors. Four disruptors are mounted in forward facing arcs, and one is mounted facing aft.

Like the larger Galor-class cruisers, the Hideki-class ships have warp engines built into the body of the fuselage. Ships of this class have been observed traveling at speeds as high as warp factor 9.5.

The pincer-like array at the rear of the ship's drive exhausts appears to function as a variable position device to modify the warp field of an Hideki-class vessel during flight.

The uppermost section of the Hideki-class patrol ship's hull features a circular depression. The function of this unit is unknown, but it is likely that it conceals an airlock for boarding Cardassian crew and troops.

The canopy enclosing the cockpit of the Hideki-class vessel is visible at the very prow of the ship.

The mechanisms for the starship's warp drive intercoolers are visible along the port and starboard sides of the vessel.

STARBOARD VIEW

HIDEKI-CLASS SHIPS

First recorded:	2373
Type:	Patrol ship
Crew:	Approx. 30
Drive Systems:	Warp drive and impulse engines.
Weapons:	Multiple disruptor cannons
Length:	85 meters (approx)
Width:	60 meters (approx)
Height:	13 meters (approx)



▶ **HIDEKI-class vessels** fulfill the role of patrol ships and attack craft, forming into fighter wings to support larger starships in major fleet engagements.



STARFLEET ACADEMY COMBAT TACTICS

STARFLEET WEAPONS IN COMBAT

Starfleet is a peaceful organization dedicated to exploration, but since its inauguration it has had to develop defensive weaponry out of necessity. More recently, new threats have led to the specific designing of instruments of war.

Since being commissioned in 2161 by the **United Federation of Planets**, Starfleet has carried out its purpose of exploration, diplomacy, and scientific development, as well as defending the citizens of the Federation with its network of starships and starbases. In order to maintain the often uneasy balance of power with would-be aggressors, and to protect its own ships and crew, it has been necessary to focus a tremendous amount of research and development on the defensive capabilities of Starfleet personnel and vessels. The organization endeavors to maintain its peaceful position, but bitter experience has shown that superior weaponry is often the only answer.

Arms research

Weapons development became a priority after the **United Earth Space Probe Agency**, Starfleet's forerunner, found itself in conflict with the mysterious **Romulan Star Empire** in 2156. Utilizing existing weapons technology, atomic armaments were fitted to early impulse-only vessels, and the long and brutal war was conducted in much the same way as air combat was in Earth's earlier conflicts. Laser technology was also adapted and used in handheld weapons. Experimentation with **phased energy rectification** systems had been covertly carried out for decades, however, and by 2254, **phaser** technology had advanced to such a state that laser weapons were gradually being replaced.

Extremely accurate and adjustable directed energy weapons were commonplace by 2265. Personal **phasers** originally take three main forms: **type-1** is a small, handheld unit easily concealed if a low key security approach is required, but are not as powerful as the pistol style **type-2** unit. **Type-3** phasers take the form

of a bulky but very powerful rifle, while **type-4** phasers are usually mounted on small craft for defensive purposes.

Phaser technology is also scaled up for use on Starfleet vessels and space stations, where the destructive potential of a fully charged system is formidable. The handheld units also undergo some changes over the 23rd and 24th century, with the type-1 phaser being dropped in favor of a compact type-2 unit. Starfleet's phaser rifle continues to be the mainstay of ground forces, and is very well regarded for its **multiple target acquisition, gyrostabilized action, autonomous recharge cycle**, and 16 levels of power settings. The new threat posed by the **Borg** in 2367 leads ship-mounted phaser systems and handheld units to be adapted to emit a rotating modulated frequency, but the effect of these modifications is still limited due to the speed at which Borg shields adapt.

New developments

Phasers can be extremely effective in both defensive and offensive capabilities, but the nature of warp drive precludes their effective use during warp travel. This led to the development of the **photon torpedo**, a self-contained variable yield missile not limited by the speed of light. Fired from independent launch tubes, photon torpedoes can be released individually or in a spread pattern, and can be adapted to carry different payloads in their common casings. The original design serves adequately for many years before the specification is updated in 2271. This design is still in widespread service a century later.

Starfleet weapons are sometimes developed in direct response to a specific threat. Attempts to defend against Romulan and Klingon



Starfleet initially develops hand weapons based on laser technology, and these are often used by personnel on landing party missions. Lasers are eventually replaced with phased energy rectification weapons, known as phasers.



Handphasers are standard issue for all Starfleet personnel, despite the fact that it is a peaceful organization. Phasers are versatile weapons, however, and are preferably set to stun rather than kill.

cloaking technology date back as far as 2268, when **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-1701** steals a Romulan unit for study. No real advances are made in the detection of cloaked ships, however, until the production of a **tachyon detection grid** in 2368



The pistol - or type-2 - phaser of the 2260's is more powerful than the type-1 phaser unit. It is in fact a combination of the two weapons, with the type-1 phaser attached to a type-2 base.



During the Federation/Dominion war Starfleet develops powerful weapons for its officers in the field. Larger, more powerful phaser rifles are developed to cope with combat against the fierce Jem'Hadar.



By 2375, Starfleet has developed isomagnetic disintegrators, the powerful bazooka-like weapon that Lt. Commander Worf uses against the Son'a forces in defense of the Ba'ku.



STARFLEET WEAPONS IN COMBAT



▲ The **U.S.S. DEFIANT** is Starfleet's first true combat vessel, designed in light of the threat posed by the Borg. It is destroyed during the war with the Dominion in 2375.

▼ Past attempts to replace starship crews with computers, such as Dr. Daystrom's M-5 unit, have failed. The machine cannot comprehend the loss in terms of human life.



by Chief Engineer Geordi La Forge of the **U.S.S. Enterprise NCC-1701-D**.

Ten years previously, Starfleet had secretly decided to flout the **Treaty of Algeron** by developing its own **phasing cloaking**, which allowed the ill-fated **U.S.S. Pegasus NCC-53847** to actually pass through normal matter by altering its atomic structure. This feature proved ultimately redundant as the experimental cloak failed, causing the starship to rematerialize within a large asteroid, killing the majority of the crew. Many of the systems on board the experimental **Oberth**-class ship, however, were incorporated into the subsequent **Galaxy**-class design. The **Pegasus** represented a 'first strike' capability that many in Starfleet felt went against the explorative organization's very nature – it is little wonder that the events surrounding the disappearance of the **Pegasus** were kept secret for so long.

Perhaps the greatest leap in defensive

technology comes about through the threat posed to the Federation by the Borg. As previously mentioned, modulation of a ship's shields and phaser frequencies has only a limited effect against **Borg cubes** when incorporated into existing vessels, and it is quickly realized that a new kind of approach needs to be taken.

Battleship design

Moving away from large starships with up to 1000 crew members and their families on board, Starfleet develops the **Defiant** class in 2366, launching the **U.S.S. Defiant NX-74205** prototype. Ablative armor capable of dissipating Borg weapons on contact with the ship's hull make this high-powered, relatively small vessel a true battleship; its ability to modulate its rapidly varying phasers through a highly effective multitargeting array gives even traditional weapons an extra boost.

Development of the **quantum torpedo** gives Starfleet a weapon far more powerful than the photon torpedo, and proves so successful on board the **Defiant** that they become standard issue on all Starfleet vessels from 2371. It is perhaps ironic that the crowning glory of this powerful vessel is a loaned Romulan cloaking device, which at times conflicts with the ship's ablative armor matrix.

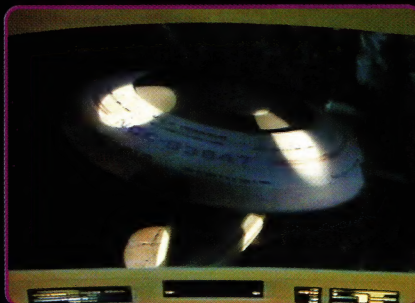
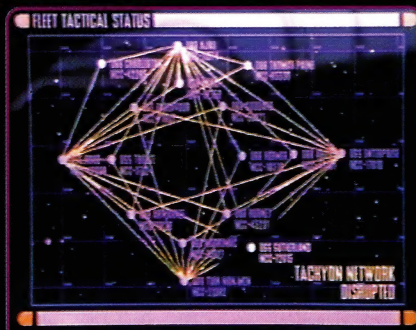
Only one serious attempt is ever made to automate the functions of a starship, including its offensive and defensive capabilities: **Professor Richard Daystrom's** connection of his **M-5 multitronic unit** to the **U.S.S. Enterprise NCC-1701** in 2268. Initial maneuvers work well, but a series of wargames leaves hundreds of crew dead and the **U.S.S. Excalibur** and **U.S.S. Lexington** crippled. It comes as little surprise, therefore, that Starfleet prefers to trust the hugely destructive capabilities of its vessels and outposts to highly trained individuals, rather than to mechanical systems that cannot fully understand the consequences in terms of loss of life.

STOLEN CLOAK

Coping with cloaking

Cloaking devices first become known to the Federation in 2266, when the **U.S.S. Enterprise NCC-1701** combats a Romulan **Bird-of-Prey** that has trespassed over the Romulan Neutral Zone. The **Enterprise** manages to defeat the cloaked vessel, but Starfleet is still interested in the new technology. In 2268, Captain Kirk is sent on a covert mission to steal a Romulan cloaking device. The Federation eventually agree not to develop their own cloaking technology under the **Treaty of Algeron**, but Starfleet violates this agreement in 2370, when it launches the experimental **U.S.S. Pegasus**.

▶ The **U.S.S. PEGASUS** was an experimental starship equipped with a never-before tested and illegal phased cloaking device.



◀ Geordi La Forge develops a tachyon detection grid which can track a vessel even when it is cloaked.

▼ By 2268, the Romulans have developed their cloaking technology to such an extent that Captain Kirk is sent on an undercover mission to steal a cloaking device.





FILE 43 STARFLEET PERSONNEL

Lieutenant David Bailey

Starfleet officers are chosen for their intelligence and aptitude, but Lt. David Bailey, a nervous navigation officer aboard the *U.S.S. Enterprise NCC-1701*, proves that experience also counts when faced with the unknown.

Starfleet officers are trained to remain calm and follow orders, ensuring they are professional in the face of great stress and danger. Occasionally, however, the strain proves too much, and the officer in question must be temporarily relieved of duty. **Lt. David Bailey** is one example.

Navigation station

Early in 2266, Bailey occupies the position of navigator aboard the *U.S.S. Enterprise NCC-1701*, and often wears an earpiece to

pick up audio messages over the navigation beam. He shares banter with **Mr. Sulu**, who sits at the conn station adjacent to the helm position, and they work in conjunction when repairs to their stations are required.

The navigator counts among his duties setting course, executing the first officer's command to photograph new star systems for mapping, and preparing reports on the distance and status of celestial objects.

He is also responsible for the launch of probes and coordinating department readiness and battle

PROFILE OF AN OFFICER

NAME: David Bailey

LIFE FORM: Human male

RANK: Lieutenant

STATUS: Navigation officer aboard the *U.S.S. Enterprise NCC-1701*.

REMARKS: A youthful Starfleet officer, Lt. David Bailey is part of the *Enterprise* crew during its first five-year mission under the command of Captain James T. Kirk. He later becomes a cultural envoy to an alien power, the First Federation.

FIRST SEEN: 'The Corbomite Maneuver' [TOS]



▲ **Bailey is an inexperienced crewman, and he soon discovers to his cost that serving as a bridge officer on a ship such as the *U.S.S. ENTERPRISE* is a high-pressure situation. When the ship is captured by the massive vessel *FESARIUS*, however, he rises to the challenge.**

★ Communicator

Lt. Bailey often wears a communications earpiece to aid him in his duties.

UNDER PRESSURE

★ Under attack

Lieutenants Bailey and Sulu struggle to free the *U.S.S. ENTERPRISE* from Balok's powerful tractor beam, and it is evident that the inexperienced young Bailey is already starting to feel the strain.



★ Bridge duty

Frontline service aboard a Starfleet vessel can be stressful for a junior officer fresh from the academy.

★ Battle stations

Kirk pushes Bailey to his limits, testing the young officer's mettle.



efficiency drills. All divisions report to him as he issues a steady stream of instructions over the shipwide intercom system.

Bailey wears the yellow uniform that denotes command in the 23rd century. He is in his mid to late twenties, ruggedly handsome with a heavy forehead and blond, wavy hair. He tries hard to be a model officer, always anticipating his superiors' instructions and decisions, but his eagerness and inexperience make him prone to finish his commanders' sentences for them and even answer back – hardly desirable qualities in an officer at the dawn of his career.

Bailey appears resentful of being reminded of any duty he has neglected, such as announcing when all

OTHER CARDS IN THIS FILE...

7 SULLY
16 LT. FARRELL
17 LT. LESLIE

SEE OTHER FILES...

U.S.S. ENTERPRISE
NCC-1701File 20
STAR TREK:
The Original SeriesFile 68



Lieutenant David Bailey



"Raising my voice back there didn't mean I was scared or couldn't do my job. It means I happen to have a human thing called an adrenalin gland."

— Bailey to Spock

★ Ersatz ambassador

When the alien Balok reveals himself aboard the *FESARIUS*, Bailey elects to remain aboard his ship as a Federation envoy.

decks have reported green; indeed, Bailey's obvious irritation is easily picked up by other members of the bridge crew.

The young officer gives the impression of being disrespectful to authority, speaking his mind without compunction. When the *Enterprise* encounters a mysterious and powerful vessel on **Stardate 1512**, Bailey announces to the bridge that he votes to blast it with **phasers**. This kind of unsolicited suggestion marks him as an officer with a lot to learn, and **Captain James T. Kirk** treats him accordingly – not with anger or frustration, but humor and latitude. Kirk sees his own youthful recklessness in the man and has him promoted quickly, giving him the chance to prove himself. Kirk is willing to tolerate the mistakes the young man might make along the way.

The lieutenant is no less impulsive in staff briefings. He again preempts an important command decision by interrupting

his captain and beginning to initiate his preferred course of action: readying the ship's weapons for use. The arts of caution and diplomacy are evidently lost on him. Bailey compounds the problem by trying to justify his actions when Kirk pulls him up, but the captain's abrupt response is a clear indication that his good humor will only stretch so far.

Under pressure

Bailey's brash behavior causes some discussion among the senior officers. **Dr. Leonard McCoy**, the *Enterprise*'s chief medical officer, privately expresses his concerns that Bailey has been promoted too fast and placed under too much pressure. He uses as evidence the strain that can be heard in Bailey's voice as he orders phaser crew drills, requests reports, or remonstrates with the crews when they are not ready to meet his schedule.

McCoy's opinion appears to be borne out during the *Enterprise*'s

tense encounter with the *Fesarius*, flagship of the **First Federation**.

When the pressure is on, Bailey panics. After a warning buoy first appears on the main viewer, the navigator nervously announces, "It's blocking our path!" He is later keen to emphasize that his raised voice was the result of adrenaline rather than apprehension, but the young officer looks distinctly worried, and Captain Kirk watches his reaction closely, assessing how he handles the pressure. Bailey is distracted, appearing transfixed by the psychedelic image presented by the *Fesarius*. His behavior becomes even more erratic and indecisive until he is almost unable to function. The captain must tell him twice to lock phasers on target and he does not follow an order to magnify the image on the screen, forcing Sulu to do it for him. Later, he fails to launch a recorder marker as ordered.

The officer's mettle is sorely tested when **Captain Balok** of the

Fesarius threatens to destroy the *Enterprise*. Bailey launches into an extraordinary outburst for a bridge officer, rounding on his superiors for their supposed apathy. He advocates action, and his manner becomes demonstrative, pleading, then violent as he shouts that they are behaving like robots, bound up in rules and regulations even as they face death. He appears for a moment to have cracked under the pressure, but at least has enough presence of mind to quieten down and follow orders when Kirk relieves him of duty.

Redemption

As the countdown to the ship's destruction continues, Bailey redeems himself somewhat by reappearing on the bridge to request permission to return to his post. This meaningful act proves to the captain that perhaps his faith in Bailey was not misplaced, and he assigns the lieutenant to a *Fesarius* landing party, along with McCoy. There they discover Balok, a playful and welcoming alien who has simply been testing them, and means them no real harm.

Balok requests a human cultural envoy, and Kirk encourages Bailey to volunteer – the navigator's flaws and mistakes embody his humanity, and the exchange will help the young man to develop. The alacrity and enthusiasm with which Bailey accepts this invitation into the unknown is proof that while his inexperience may have worked against him in his short career so far, he still has the makings of a fine Starfleet officer.

FIRST CONTACT

Balok and the FESARIUS

What first appears to be an encounter with a hostile race becomes the initial meeting between a Starfleet vessel and the *Fesarius*, flagship of the First Federation. The alien Captain Balok projects the fearsome image of a gaunt, ghoulish creature on the view-screen of the *U.S.S. Enterprise*, but in actuality he is a small, unassuming humanoid with a bald, childlike face. Despite the size of the *Fesarius*, which dwarfs the *Enterprise*, the vessel is actually commanded from a 'pilot ship' connected to the network of spheres on the outer hull. The majority of the *Fesarius* is operated by automated systems.

Small in stature

The interior of Balok's ship is built to accommodate humanoids of his smaller size.

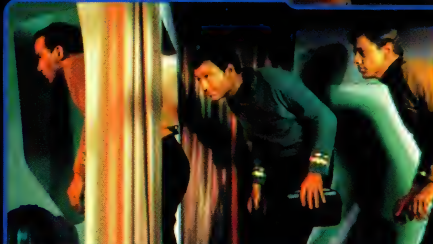


True face

The alien Captain Balok is not as threatening as he first appears.

Genial host

After Kirk proves the *ENTERPRISE* is peaceful, Balok invites him aboard.



The FESARIUS

The huge spherical ship is thousands of times the size of the *ENTERPRISE*.

Raise a glass

Balok welcomes Bailey and his colleagues with a glass of *tranya*, a popular drink among his people, the First Federation.



Gul Dukat: Prefect of Bajor

Gul Dukat's posting as Prefect of Bajor is, at the time, the pinnacle of his military career. A politically astute but ruthless leader, Dukat rules Bajor with an unswerving dedication to his superiors on Cardassia while also believing that he truly understands the Bajoran people.

By the time the Cardassian mining station *Terok Nor* was completed in orbit of Bajor in 2351, Gul Dukat had already assumed the position of Prefect of the occupied world. With the station regarded as relatively safe from attacks by the resistance, Dukat chose to oversee the occupation from the comfort, security, and privacy of *Terok Nor*. Dukat had an office situated high above the main area of the station in **Operations**, positioned so that lower ranking officers would have to look up at the imposing sight of their Prefect.

Dukat's duties were many and varied, from authorizing the distribution of food to the Bajoran workers on the station to ordering the public execution of those found to be involved in criminal activities.

In all aspects of his job, Dukat worked closely with a chief of security: first the Cardassian **Thrax**, and then in 2367, the Changeling **Odo**, whom Dukat personally selected to investigate the murder of the station's chemist. The decision to employ Odo was a particularly intuitive one, as the Prefect noted that Odo was trusted by both the Cardassian and Bajoran people.

Small reforms

Unlike previous Prefects, Gul Dukat claimed to empathize with the plight of the Bajorans. As such he attempted to raise the quality of life for those who lived on the station; this included an increase in the amount of rations allocated each day. At one point in his career, Dukat even wrote to the **Cardassian Central Command** urging them to rethink their policies regarding the treatment of

PROFILE ON A PREFECT

POSTING: Prefect of Bajor, a planet under Cardassian occupation.

RESIDES: Cardassian mining station *Terok Nor*, in the Bajor System.

DURATION OF POSTING: 2351 to 2369. Dukat leaves Bajor when Cardassian forces withdraw and the Bajoran people begin to work with the Federation.

FAMILY: Dukat has a wife and seven children who remain resident on Cardassia Prime, but he keeps a succession of comfort women on *Terok Nor* and has at least one illegitimate daughter, Ziyal, by his Bajoran mistress, Tora Naprem.

REMARKS: A keen military leader and a loyal Cardassian patriot, Gul Dukat takes his posting as Bajor's Prefect very seriously. He sees it as his duty to subjugate the Bajorans at all costs.



▲ Despite exercising his power as Prefect with an iron hand during his years of command of the brutal Cardassian occupation of Bajor, Gul Dukat appears to believe that he is actually helping the Bajoran people.

TIMES ON TEROK NOR

★ A matter of security

The lone shapeshifter Odo was chosen to take over station security on Gul Dukat's orders.

★ On the house

Many Cardassians availed themselves of Quark's kanar and holosuites, and Dukat was no exception.

the laborers. Few Bajorans, however, regarded these pitiful concessions given to the slaves living on *Terok Nor* as significant compensation for the subjugation of their world.

Dukat became the focal point for much hatred on the part of the Bajorans, leading to at least

four attempts on his life. On one occasion a bomb was even placed in his private quarters.

Nevertheless, Dukat claimed to care for the Bajorans, even going so far as to blame himself for their



★ In command

As Bajor's Prefect, Dukat could command every Cardassian soldier on the planet to carry out his orders to the letter, no matter how severe.



Gul Dukat: Prefect of Bajor



"There's a perception that all Cardassians are to be feared . . . I hope to dispel that myth."

— Gul Dukat



★ A family reunited

Dukat sacrifices his career to save Ziyal, the child he conceived with Tora Naprem.

rebelliousness, saying that it was "the fault of the parents for the mistakes of the child."

Dukat was well aware that the Bajorans working in the ore processors might attempt to take over sections of the orbiting facility. To this end, he personally instigated a sophisticated automated **counterinsurgency program** that would urge the Bajoran laborers to cease any rebellious behaviour and surrender. The program has three levels of severity, a reflection of the Cardassians' strict discipline and watchful eyes.

Comforting embrace

Dukat's wife and children remained on **Cardassia Prime** while he was stationed on *Terok Nor*. During this time, he often sought solace in the arms of Bajoran 'comfort women.' These women were chosen for their beauty and transported to

Terok Nor, where they were instructed to fulfill every desire of the senior Cardassian officers and make their tour of duty less stressful. On meeting with new comfort women, Dukat would tell them that he hoped to alter their preconception that Cardassians were to be feared, and that they were, in fact, capable of great kindness.

Genuine feelings

One of Dukat's most notable liaisons with a comfort woman occurred when he rescued a Bajoran named **Kira Meru** from the drunken advances of another gul, saying that he hoped she would not condemn all Cardassians for the "boorish behavior of one man." This speech may have been the usual florid Dukat rhetoric, but the Prefect came to love Meru to the point where he even arranged for additional food and medical supplies to be sent to her husband

★ Steps on the road to ruin

After his time as Bajor's Prefect, Dukat's fortunes change back and forth from good to bad, ultimately driving him insane.

and three young children on Bajor.

Another of Dukat's illicit affairs was with a Bajoran woman named **Tora Naprem**. Naprem was more than a mistress to Dukat – the relationship was a deeply passionate one that saw the birth of a child, **Tora Ziyal**, in 2353. Twelve years later, aware that news of Ziyal's existence could ruin his career and that the **Cardassian occupation** of Bajor would be over within a few years, Dukat arranged for the child and her mother to be transported to the planet **Lissepia**, where they could live out their lives in peace.

Gul Dukat vehemently opposed the withdrawal of the Cardassian occupational forces from Bajoran territory in 2369. He did, however, follow Central Command's orders to the letter, ensuring that the station was cleared of all personnel and valuable equipment. His feelings about the Cardassian forces retreat are made clear when,



★ Razor blade smile

Dukat's outwardly conciliatory manner hides a cold and clinical mind, capable of chilling acts of evil and devoid of remorse.

even after **Starfleet's** takeover of *Terok Nor*, he still refers to **Captain Sisko's** office as his own. Indeed, for a short time in 2374, it does become his office once again.

Biased view

In the time since the Cardassians withdrew from Bajoran territory, Gul Dukat has had the opportunity to reflect on the decisions he made as Prefect. In contrast to the claims of the Bajoran people, Dukat insists that he was an effective and compassionate leader, and cannot comprehend the "ungrateful" Bajorans' hatred and mistrust of him. He always followed through on the promises he made to the Bajorans with whom he came into contact, as seen by his treatment of Kira Meru. It is, however, an impossible request to ask that the Bajoran people forget the atrocities that were committed, and often sanctioned under Gul Dukat's command.

EMBRACING THE BAJORANS

Comfort women

Dukat often arranged elaborate schemes and ploys in which to snare the attractive Bajoran females who caught his fancy. He liked to make himself appear to be a kind and gentle man, misjudged and eager to embrace the Bajorans. In most cases, Dukat used the comfort women he chose in order to satisfy his own thirsts for pleasure and female companionship, although he did develop genuine feelings for a few exceptions. He used the women's loyalty to their homes and families to ensure they catered to his every whim and desire.



★ A touch of kindness

Dukat likes to think he was 'saving' the comfort women from greater hardships.

★ Wined and dined

*Experiencing Odo's memories allows the **DEEP SPACE NINE** crew to witness Dukat rule.*

Ensign Melora Pazlar

An exceptional individual, **Melora Pazlar** left her low-gravity homeworld to fulfill her childhood dream of exploring the stars. She is the first **Elaysian** officer in **Starfleet**, and has traveled a long and lonely path in order to rise above her disadvantages.

Melora Pazlar once dreamed of being one of the few **Elaysians** to leave her low-gravity homeworld and explore the heavens. When the time came, she was the first of her race to join **Starfleet**, working as a **stellar cartographer** and literally living her dream by charting new star systems.

This determined pursuit of her goals characterizes the young ensign, who has had to overcome many obstacles to get this far. The **Elaysians** evolved in a low-gravity environment and have great difficulty coping with the standard **Class-M** gravity employed

on all **Federation** ships and installations. **Elaysians** can fly on their own world, but need artificial help even to walk while on others.

Pride before a fall

To counter this, Melora uses wheelchairs – which fell from general use three centuries before – and wears a metal servo frame-work running the length of her limbs, but even this allows her only restricted mobility. She walks with the aid of a cane, carved from the wood of a **garlanic tree** and given to her by her family. The servo suit is fallible, however, and if she misjudges a bulkhead in the floor and falls, she cannot regain her feet.

ZERO-GRAVITY GRACE

★ Drift away

In her quarters, Melora is able to leave her chair and move normally in lower gravity conditions – flying free.

★ From the chair

Melora uses a motorized wheelchair to get around **DEEP SPACE NINE**. She is proud and dislikes being helped.



★ Flying free

Without artificial gravity, Melora can rest her limbs and float in free-fall indefinitely.

★ Romance

Melora and Bashir's professional relationship develops into something more, despite the **Elaysian's** doubts about romance.



★ Shall we dance?

Bashir visits Melora in her specially adapted quarters; elsewhere on **DEEP SPACE NINE**, she is confined to a wheelchair and cannot walk unaided.

PROFILE OF AN ELAYSIAN

NAME: Melora Pazlar

LIFE FORM: Elaysian female

STATUS: Starfleet officer, specialist in stellar cartography

POSTINGS: Several, including space station **Deep Space Nine** in 2370.

SKILLS: As well as her skills in star mapping, Pazlar is familiar with **Vulcan** music and **Klingon** language.

REMARKS: Pazlar was the first of her race to enter **Starfleet**, and one of the very few to leave her low-gravity home planet.

FIRST SEEN: 'Melora' [059]



▲ A promising young ensign, Melora Pazlar has worked hard to overcome more obstacles in her life than most life forms. Largely confined to a wheelchair, Melora cannot abide being treated differently to any other **Starfleet** officers.

OTHER CARDS IN THIS FILE...

33 GEORDI LA FORGE
48 JULIAN BASHIR

SEE OTHER FILES...

CHARTING THE GALAXYFile 3
MEDICAL FACILITIESFile 65
DEEP SPACE NINEFile 27
STAR TREK:
DEEP SPACE NINEFile 70

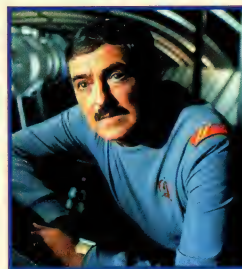
Starfleet Rank Insignia: 2271

The **Starfleet** uniforms of the early 2270's retain the traditional method of displaying rank, although the gold braiding around the wrist of the tunic sleeves is now augmented by shoulder epaulets.

Starfleet rank insignia of the 2270's retains the traditional gold cuff braid on Class-A uniforms, but this is now combined with diagonal gold stripes across the epaulets worn on duty uniforms and field jackets. This expansion of rank symbols has the practical application of allowing some enlisted crew to display their true level for the first time. Chiefs, for instance, now sport an open gold square on each epaulet, while ensigns receive their own identification for the first time: a dotted line of braid that means the empty cuff alone denotes enlisted personnel only. Junior

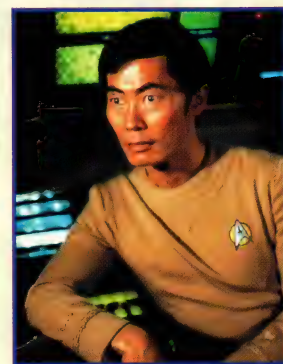
grade lieutenants, whose rank was previously indicated by a single broken line, now share the single line of their immediate superiors.

The overall uniform, equipment, and logo changes of the early 2270's coincide with Starfleet beginning to phase out the traditional rank of commodore. In addition, each of the individual admiralty ranks now has its own distinct identifier.



▶ **Rank indicators** may be displayed on the shirt cuff, epaulets, or in both positions, depending on the class of uniform being worn.

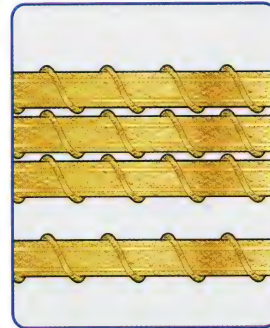
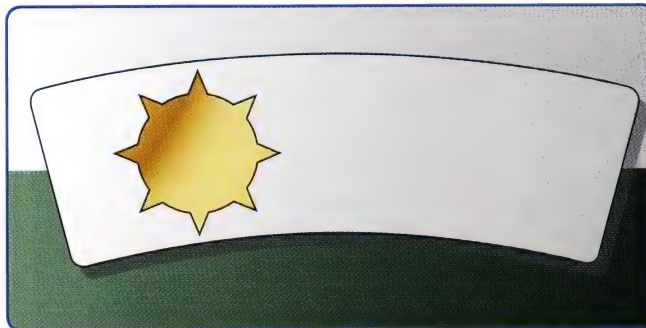
▶ **Shoulder epaulets** display the color of the wearer's duty division, such as red for engineering.



▶ **The new rank system** is worn by starship crews and the staff of starbases such as **EPSILON IX**.

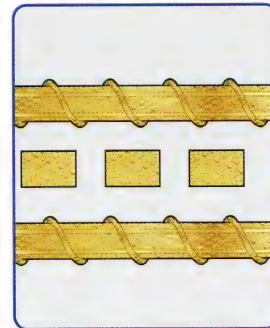
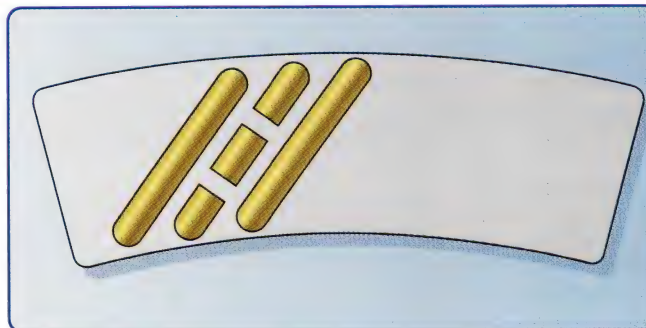
ADMIRAL

For the first time, the **Starfleet** rank system of the 2270's distinguishes between the ranks held by flag officers such as **James T. Kirk**, providing separate insignia for all levels from rear admiral through to fleet admiral. Admiral Kirk, for example, wears a triple-width embroidered gold braid with a single solid braid behind it on each cuff. On the shoulder epaulets, an eight-pointed star denotes his rank. This is typically worn on a white background, denoting the duty division of command.



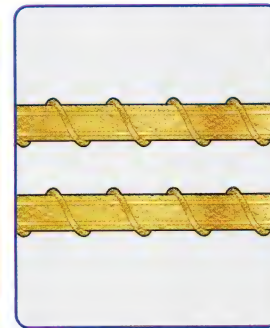
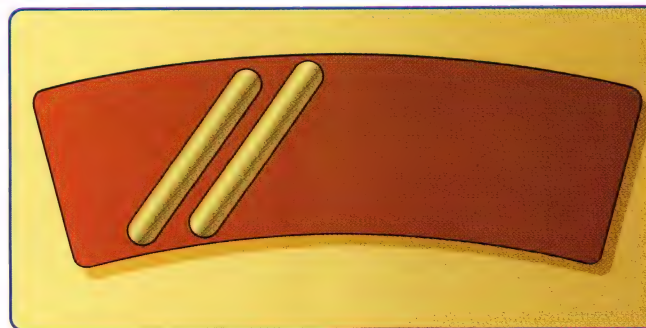
CAPTAIN

On uniform shoulder epaulets, the rank of captain is designated by three gold lines, the middle of which is broken; this is the same configuration as the cuff insignia of the previous uniform. This basic design is also retained on the cuffs of the new duty uniforms; single-width unbroken gold braids sit either side of a single-width broken braid. Under normal conditions, captains, like admirals, will display their rank indicators against a white background indicating the duty division of command.



COMMANDER

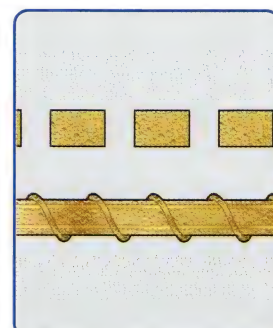
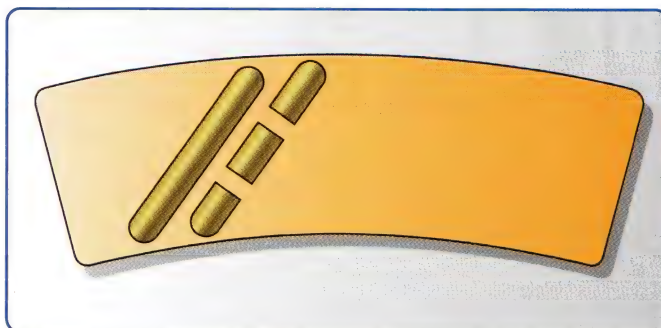
The rank of commander remains unchanged from the 2260's uniform insignia, and is thus identified by two unbroken, single-width gold lines on the shirt cuff and epaulets. This rank and all those below it now display the colors of the wearer's duty division on the epaulets. Officers of this rank in more hands-on roles, such as **Chief Engineer Scott**, wear tighter-fitting cuffs to ensure loose sleeves do not snag on equipment, and this version of the uniform generally displays rank on the epaulets only.



Starfleet Rank Insignia: 2271

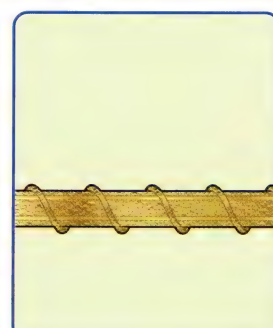
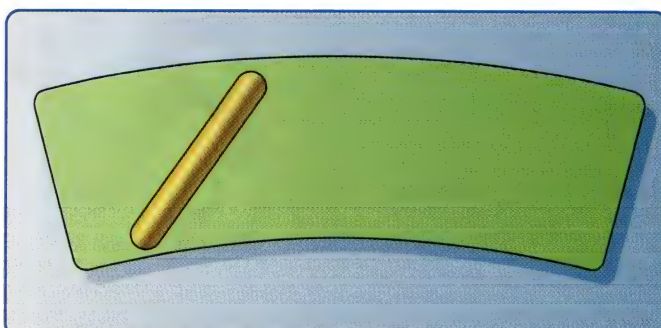
LT. COMMANDER

The rank of lieutenant commander also retains the same insignia as in the old system; a single unbroken gold band is worn on the shirt cuff closest to the wrist, with a broken band of equal width behind it. This is reflected on the shoulder epaulets; the solid band is placed to the front, with a three-section broken band to the rear. As with the rank indicators worn by commanders, the shoulder epaulets also display the wearer's duty division, such as the orange of the science department shown here.



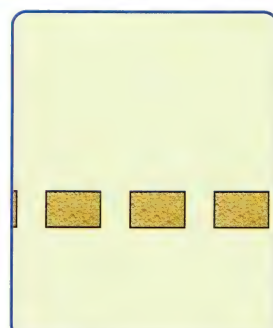
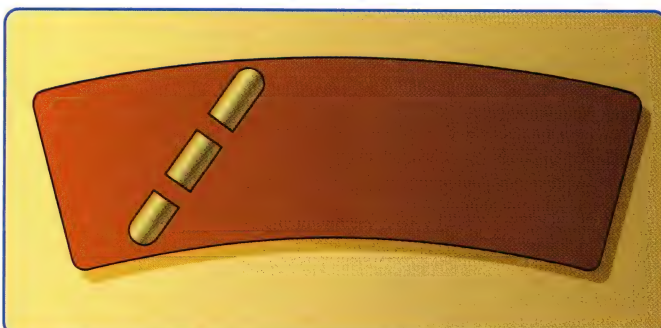
LIEUTENANT

All lieutenants wear a single, unbroken gold band on their shirt cuffs and shoulder epaulets, again retained unchanged from the system in use during the 2260's. Unlike later systems of rank indicators, there is no differentiation between junior and senior grade lieutenants, if indeed **Starfleet** makes the distinction at all during this period. The major change is that this is no longer the lowest rank to be awarded a visible designator, as it was in the old system.



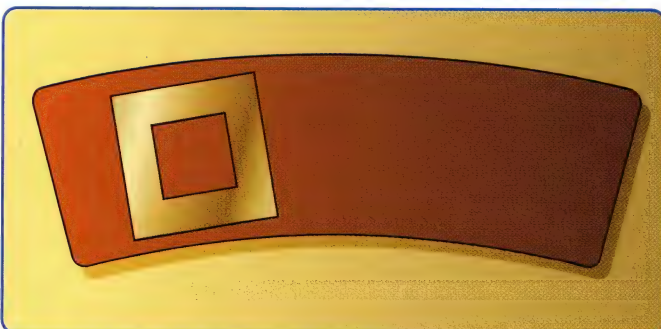
ENSIGN

The rank of ensign is differentiated for the first time in the 2270's system; in the old rank designators, ensigns displayed blank cuffs, as did non-commissioned officers and enlisted crew. This new addition to the system of rank indicators immediately identifies ensigns as commissioned officers, albeit often young and inexperienced ones. Ensigns sport a single-width, broken gold braid on their cuffs and epaulets, but this is not as intricately woven as the solid bands of their superior officers.



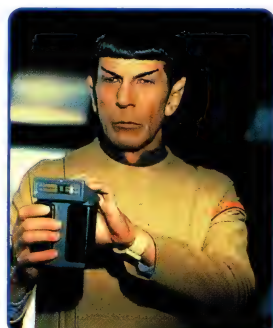
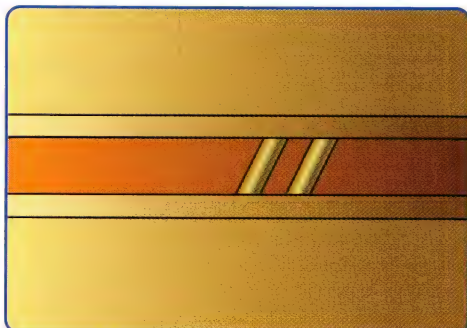
CHIEF

Non-commissioned officers are also given a specific rank indicator for the first time in this system. Rather than the gold lines used to differentiate the ranks of officers, NCOs wear a gold square on a duty-division specific, color-coded shoulder epaulet. Unlike commissioned officers, however, NCOs do not have the design repeated on the cuffs of their uniform sleeves. Nevertheless, the epaulet alone sets them apart from the enlisted crew members, who sport no rank insignia at all.



LANDING PARTY

Harsh conditions on a planet's surface will often require a landing party to wear additional clothing to their shipboard duty uniforms, but in such conditions it is still important that rank can be identified at a glance. To facilitate this, landing party jackets sport a thin band on the upper arm of the left sleeve; it may be positioned higher than the cuff in anticipation of officers needing to roll the sleeves up, wear gloves, or get their arms and hands dirty, all of which would obscure cuff insignia. These bands are color-coded to display duty divisions, and specify the wearer's rank in a series of vertical, slanting gold lines that match the system of rank indicators worn on the shoulder epaulets of Class-A duty uniforms.





'Identity Crisis'

Former members of an away team from the *U.S.S. Victory NCC-9754* — including Lt. Geordi La Forge — are suddenly compelled to return to a world they last visited five years ago. On the surface of the planet these unfortunate humans start to transform into an alien species.

CAPTAIN'S LOG
STARDATE: 44664.5

"We've set a course to intercept Lt. Hickman's stolen shuttlecraft, and hopefully to discover the whereabouts of the other missing officers."

Commander Susanna Leijten arrives on the *U.S.S. Enterprise NCC-1701-D* with some disturbing news for her former colleague, Lt. Geordi La Forge. Five years ago, a *U.S.S. Victory NCC-9754* away team, including Leijten and La Forge, investigated a number of strange disappearances from the planet Tarchannen III. The mystery was never solved, and now the other members of the away team have started to vanish as well.

Lt. Paul Hickman, a former *Victory* crew member, recently stole a shuttlecraft and set a course back to Tarchannen III. The *Enterprise* follows Hickman's trail into the Tarchannen system, but the crew cannot prevent his shuttle from burning up as it hurtles into the planet's atmosphere. Sensors detect two other shuttlecraft on Tarchannen III. Searching the planet's surface, an away team finds no signs of life, only the remains of two **Starfleet** uniforms.

Alien Transformation

Susanna Leijten starts to feel trapped on the *Enterprise* and collapses while trying to return to Tarchannen III. Dark blue lesions burst out on her skin, and her two middle fingers fuse together. Dr. Beverly Crusher believes that the people who disappeared on Tarchannen were not abducted — like Susanna, they were actually transformed into an unknown alien species.

Beverly extracts the alien DNA responsible for Leijten's transformation, but there is no response from La Forge when she calls him to sickbay for treatment. A security team fails to stop an increasingly alien Geordi from overpowering a transporter technician and beaming down to Tarchannen III.

Susanna joins the party searching for La Forge. She finds that her friend has made contact with the other transformed away team members. Sadly, it is too late to save them, but Leijten reaches out to Geordi's remaining human side and persuades him to return to the *Enterprise* for an operation.

Captain Picard orders beacons to be placed near Tarchannen III, warning others about the parasitic life forms on the planet.

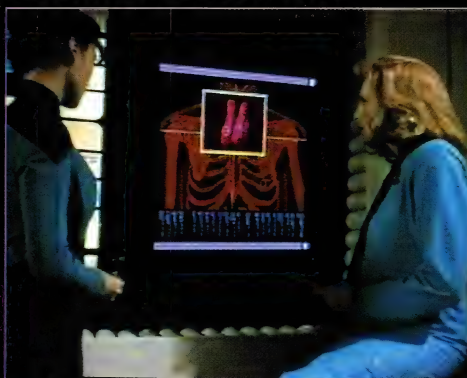
ON SCREEN...



1 Commander Susanna Leijten has some disturbing news for her old friend Lt. Geordi La Forge when she comes aboard the *U.S.S. ENTERPRISE* in 2367.



2 Five years after their last visit, Leijten and La Forge return to the surface of Tarchannen III to join the party searching for their missing *U.S.S. VICTORY* colleagues.



3 Dr. Crusher discovers that an unknown life form on Tarchannen III reproduces itself by implanting a DNA-reversion strand in the humanoid's thymus gland.



4 Geordi La Forge falls victim to the genetic reversion process and feels compelled to return to Tarchannen III. His invisibility under normal lighting allows him to evade security and beam off the ship.



5 An *ENTERPRISE* away team make use of a modified distress beacon that allows them to catch a glimpse of Geordi and the other altered humanoids on Tarchannen III.



6 Susanna reaches out to the last remnants of La Forge's human personality and coaxes him to return to the *ENTERPRISE* for reversion treatment.

STARSHIP FACTS

Susanna Leijten nearly married Paul Bogrow, who had a thin moustache and was quite "full of himself."



FILE 76 STAR TREK V: THE FINAL FRONTIER

STAR TREK V: THE FINAL FRONTIER

Part 5 It has not been a good day for Captain James T. Kirk. Spock's half-brother has taken control of the *U.S.S. Enterprise NCC-1701-A* and the senior officers are being held in their own escape-proof brig.

'STAR TREK V:
THE FINAL FRONTIER'

"Dammit, Bones, you're a doctor. You know that pain and guilt can't be taken away with a wave of a magic wand."

— Captain James T. Kirk

Captain James T. Kirk and Dr. Leonard McCoy reel from the news that their opponent is a half-brother to Captain Spock. Kirk is still furious, but he can at least now understand Spock's reticence in shooting Sybok. Besides, they have another, more immediate, problem: how to break out from their own brig and recapture the *U.S.S. Enterprise NCC-1701-A*. They attempt various means of escape, but Spock assures them it is fruitless — he tested the brig for design faults himself.

Commanders Uhura and Sulu, unwilling converts to Sybok's cause, facilitate the taking of the bridge. The charismatic Vulcan brings his mystical influence to bear on Commander Chekov, and the *Enterprise* is soon underway. Sybok spells out his goal to the attentive crew over the communications network: he believes that beyond the Great Barrier at the center of the Galaxy lies **Sha Ka Ree** — the fabled place where the emotional Vulcans of antiquity believed their questions of existence would be answered. Modern dogma insists it is a myth, but Sybok is certain it exists.

Old-fashioned jailbreak

As the prisoners watch on the brig monitor, Spock's interest is piqued — Sybok possesses a keen intellect, and may well be right. Kirk, however, is alarmed. No ship has ever journeyed into the Great Barrier and no probe has ever returned. Their discussion is interrupted by a tapping sound emanating from the back wall. Spock identifies this as an old method of communication called Morse code, and they huddle around to decipher the message: "Stand back." A large panel explodes from the wall, showering them in dust. **Scotty** steps through the gap and announces a jailbreak.

By the time their absence is discovered by Sybok and J'onn, the four officers are deep within the ship's **Jefferies tubes**. They are intent on reaching the emergency transmitting apparatus in the forward observation room; Scotty suggests climbing through **Turboshaft 3**, which is closed for repairs. His knowledge of the ship is thrown into doubt, however, when he knocks himself unconscious on an overhanging pipe.

Sybok's troops, led by Sulu, comb the ship. Kirk and McCoy, climbing the liftshaft, realize

ON SCREEN...



1 In the *U.S.S. ENTERPRISE* brig, Captain Kirk is so shocked by the news that the Vulcan terrorist Sybok is Spock's half-brother that he feels the need to sit down.



2 Sybok and his followers take control of the *ENTERPRISE* bridge. The renegade then broadcasts his mad plan to find the fabled Sha Ka Ree of Vulcan myth.



3 Trapped inside an escape-proof brig that confounded even the resourceful Vulcan officer Spock, the prisoners suddenly hear a tapping sound.



4 Spock identifies the noise as a Morse code message warning the three prisoners to "Stand back." Moments later, Mr. Scott blasts his way into the brig.



5 Scotty displays his vast knowledge of the new *ENTERPRISE* by giving Kirk, Spock, and McCoy directions to Turboshaft 3. The chief engineer then walks straight into a pipe.



6 It is a long climb up Turboshaft 3 to the forward observation room. Fortunately, Spock gets his levitation boots and the three Starfleet officers slowly begin to ascend.





P continued



▲ **Pallra had a list of Bajoran nationals who had helped the Cardassian occupiers on TEROK NOR.**

Pallra This Bajoran woman was the wife of **Vaatrik**, a Cardassian collaborator who was murdered while they lived on **Terok Nor**. After the occupation, Pallra successfully blackmailed other former collaborators until **Odo** put her in jail. (*Starship Log*: 'Necessary Evil' [DS9]) **SEE FILE 70**

palm beacons This portable illumination device is designed to fit in the palm of a humanoid hand. It is primarily an away team tool. (*Starship Log*: 'Preemptive Strike' [TNG]) **SEE FILE 69**

Palmer, Dr. This Federation Anthropological Field Team member was injured on **Mintaka III** in 2366. The **Mintakans** captured Palmer to please **Picard**, whom they believed to be **The Overseer**, their god. **Troi** distracted the Mintakans so that **Riker** could rescue Palmer. (*Starship Log*: 'Who Watches the Watchers?' [TNG]) **SEE FILE 69**

Palmer, Lt. [1] Palmer served as communications officer of the **U.S.S. Enterprise NCC-1701** during the encounter with the **planet killer** in 2267. She was able to pierce local **subspace** interference to communicate with **Captain Kirk** on the **U.S.S. Constellation**. (*Starship Log*: 'The Doomsday Machine' [TOS]) **SEE FILES 20, 68**

Palmer, Lt. [2] Officer serving aboard the **U.S.S. Enterprise NCC-1701-D** in 2369. She was at the transporter console during the second beamdown window to **Nervala IV**. (*Starship Log*: 'Second Chances' [TNG]) **SEE FILES 25, 69**

Paloris Colony This settlement was referred to by an **Harodian** miner trying to make friends with **Kamala**, an **empathic metamorph**. He claimed they had met on the Paloris Colony, but she had never been there. (*Starship Log*: 'The Perfect Mate' [TNG]) **SEE FILE 69**

Paltriss, Rings of Golden, oval-shaped bands formed by a **Yridian** artist named Paltriss. In 2370, **Quark** owned 42 of the rings and sold them to **Ashrok** for 199 bars of **gold-pressed latinum**. (*Starship Log*: 'Melora' [DS9]) **SEE FILE 70**

palukoo This furry spider, the size of a small dog, is found in caves on **Bajor's** moons. **Bajoran** resistance fighters used to eat them when there was no other food available. (*Starship Log*: 'The Siege' [DS9]) **SEE FILES 10, 70**



▲ **A mutual love of Klingon culture led Jadzia Dax to become Worf's par'machkai. The term par'Mach is similar to the human term for love; a par'machkai is a romantic partner.**

Pan-Caribbean government This terrestrial administration was located in Earth's western hemisphere in the 2020's. (*Starship Log*: 'Past Tense' Part I [DS9]) **SEE FILE 70**

Panora Cardassian settlement in the **Dorvan sector** of the **Demilitarized Zone**. Constant **ion storms** plague the system. Panora's defenses were knocked down by **Maquis fighters** in 2373. (*Starship Log*: 'For the Uniform' [DS9]) **SEE FILES 13, 70**

papalla seed extract One of the ingredients used by **Neelix** to prepare various drinks, including the **papalla juice** that many **U.S.S. Voyager** crew members have for breakfast. (*Starship Log*: 'Flashback' [VOY]) **SEE FILE 71**

Paqu Traditional community in a harsh section of **Bajor**. A border dispute with the **Navot** almost culminated in war in 2369. The Paqu leader offered an acceptable compromise suggested by **Nog**. (*Starship Log*: 'The Storyteller' [DS9]) **SEE FILES 10, 70**

par'Mach Klingon word for love. A **par'machkai** is the object of a Klingon's affection as well as a term of endearment. A **par'machkai's** indiscreet behavior brings dishonor to the partner. (*Starship Log*: 'Looking for par'Mach in all the Wrong Places' [DS9]) **SEE FILES 11, 43, 47, 70**

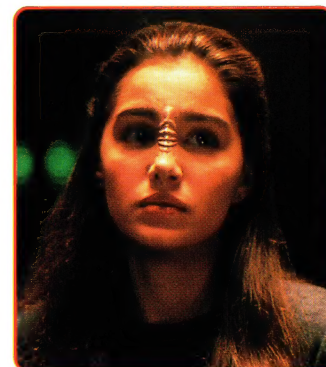
Par'tok Klingon cargo vessel. **Alexander Rozhenko** was to be transferred off the **Rotarran** to this ship, as a demotion in 2374. (*Starship Log*: 'Sons and Daughters' [DS9]) **SEE FILES 48, 70**

paracortex Medical term for the portion of the **Betazoid** brain that controls **telepathic** activities. When **Lwaxana Troi** fell into a coma in 2370, her paracortex readings were virtually nil. (*Starship Log*: 'Dark Page' [TNG]) **SEE FILES 18, 69**

Pallra
palm beacons
Palmer, Dr.
Palmer, Lt. [1]
Palmer, Lt. [2]
Paloris Colony
Paltriss, Rings of
palukoo
Pan-Caribbean government
Panora
papalla seed extract
Paqu
par'Mach
Par'tok
paracortex
Paradas
Paradise City
paraka wings, spicy
paralithium
Parallax Colony
paralysis field
parametallic hull plating
paratrinic shielding
Pardek, Senator
Pardshay
Parein
Parell
Parem
paricium
Parinisti measles
Paris



▲ **Lt. Palmer's operates the U.S.S. ENTERPRISE's transporter console.**



▲ **Fifteen-year-old Varis Sul was the leader, or tetrarch, of the Bajoran Paqu tribe in 2369. Both her parents had been murdered by Cardassians.**



Paradas

These sentient humanoids live in the **Gamma Quadrant's Parada system**, just 74 minutes from the **Bajoran wormhole** terminus. **Parada IV**, the largest planet in the system, has seven moons, one of which has a polar magnetic field that can blank sensors for several seconds. The Paradas' skin manufactures an odor in sync with their mood; when distressed, the aroma becomes harsh. (*Starship Log: 'Whispers' [DS9]*) **SEE FILES 18, 70**

▶ In 2370, Parada rebels prevented their planet's government from disrupting peace talks designed to end the civil war that began in 2358.



Paradise City

This city on **Nimbus III** was slated to be a peaceful melting pot for humans, **Romulans**, and **Klingons**. Instead, it became a ghost town populated by the dregs of the quadrant. (*Starship Log: Star Trek V: The Final Frontier*) **SEE FILES 4, 76**

paraka wings, spicy

Delta Quadrant party food. After **Tom Paris** and **Harry Kim** added fun elements to **Neelix's Paxau Resort holodeck program**, the **Talaxian** ordered spicy paraka wings to complete the new party atmosphere. (*Starship Log: 'Warlord' [VOY]*) **SEE FILES 29, 71**

paralithium

This fuel is often found in vessels with simple **ion propulsion** systems, and can be converted into **trilithium**, a dangerous explosive. **Paralithium plasma emissions** helped **Kathryn Janeway** track an **Akritirian** dissident in 2373. (*Starship Log: 'The Chute' [VOY]*) **SEE FILES 64, 71**

Parallax Colony

This colony is located on **Shiralea VI**; residents are dedicated to enjoying themselves. In 2368, **Lwaxana Troi** shared a **holodeck** simulation of the colony, including its famed mud baths and **Laughing Hour**, with **Alexander Rozhenko**. (*Starship Log: 'Cost of Living' [TNG]*) **SEE FILES 48, 69**



▶ **Lwaxana Troi** encouraged the troubled young **Alexander** to relax at the **Parallax Colony** baths.

paralysis field

This **Kelvan** immobilization device jams the target's voluntary muscles. The unit attaches to a belt worn around the waist. In 2268, **Rojan** commandeered the **U.S.S. Enterprise NCC-1701** using paralysis fields. (*Starship Log: 'By Any Other Name' [TOS]*) **SEE FILES 18, 68**

parametallic hull plating

Tom Paris incorporated this advanced feature into the **Delta Flyer**. It was intended to allow the vessel to penetrate the adverse atmosphere of a **Class-6** gas giant. (*Starship Log: 'Extreme Risk' [VOY]*) **SEE FILES 29, 71**

paratrinic shielding

Hull coating on the sentient **Series-V Long Range Tactical Armor Unit** launched by the **Druoda** species against their enemy on **Salinia Prime**. (*Starship Log: 'Warhead' [VOY]*) **SEE FILES 60, 71**



Pardek, Senator

This **Romulan** politician served 90 years in the senate. Pardek seemed to support the idea of **Romulan-Vulcan** reunification and recruited **Spock** in 2368, but he and other Romulans were actually planning to invade **Vulcan**. (*Starship Log: 'Unification', Parts I and II [TNG]*) **SEE FILES 49, 69**

▶ Pardek was popular with the **Romulan** people, and shared the duplicity displayed by many of his race.

Pardshay

This crewman worked under **Kasidy Yates** on her cargo vessel in 2371. (*Starship Log: 'Family Business' [DS9]*) **SEE FILE 70**

Parein

This race was one of many on a **Delta Quadrant** planet where **Chakotay** encountered a colony of **ex-Borg** drones. The Parein were raided by their longtime enemies the **Farn**, spawning planetwide anarchy. (*Starship Log: 'Unity' [VOY]*) **SEE FILES 15, 71**

Parell

This **Gaian** female was a descendant of **U.S.S. Defiant** crew members. Parell and others called themselves the **Sons of Mogh**, and emulated **Klingon** culture, although most were genetically human. (*Starship Log: 'Children of Time' [DS9]*) **SEE FILES 18, 70**

Parem

Romulan officer Parem was rendered undetectable by an **interphase generator** accident, and able to pass through solid matter. He was last seen floating out into space after being thrown through an exterior bulkhead. (*Starship Log: 'The Next Phase' [TNG]*) **SEE FILE 69**

paricium

One of the materials, along with **talgonite**, used in the **Kataan probe** encountered by the **U.S.S. Enterprise NCC-1701-D** in 2368. The presence of this ceramic compound implied a relatively primitive scientific expertise. (*Starship Log: 'The Inner Light' [TNG]*) **SEE FILES 42, 69**

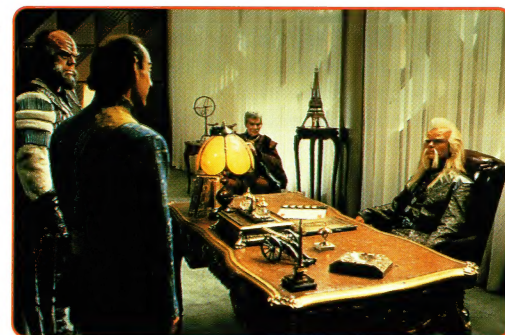
Parinisti measles

This endoplasmic virus sickened six people on the **U.S.S. Voyager**. The illness threatened to become an epidemic until the **EMH** isolated the virus and created an inoculant. (*Starship Log: 'Heroes and Demons' [VOY]*) **SEE FILE 71**

Paris

The headquarters of the **United Federation of Planets**, the president's office, and the **Café des Artistes** are located in the Earth city of Paris. **Jean-Luc Picard** created a **holodeck** version of the Café des Artistes in 2364 to relive a rendezvous he had failed to keep years before. **Odo** chose the **'Paris, 1928' holoscenario** at **Quark's bar** for a date with **Kira** to celebrate the anniversary of their first kiss. (*Starship Log: Star Trek VI: The Undiscovered Country; 'We'll Always Have Paris' [TNG]; 'The Sound of Her Voice' [DS9]*) **SEE FILES 7, 69, 70, 77**

▶ The office of the President of the United Federation of Planets is located in Paris. It reflects the blending of history and modern technology seen elsewhere in the city.





P continued



Paris, Linnis In an unrealized future time-line, Linnis Paris was born in 2375, the daughter of **Kes** and **Tom Paris**. As she was half-**Ocampan**, Linnis quickly matured, married **Harry Kim**, and gave birth to **Andrew Kim**. (*Starship Log*: 'Before and After' [VOY]) **SEE FILES 43, 71**

⬤ **The short-lived Linnis Paris married Harry Kim, her father's best friend, and gave birth to his son.**

Paris, Owen This **Starfleet** admiral – the father of **U.S.S. Voyager** helmsman **Thomas Eugene Paris** – was at various times a **Starfleet Academy** instructor and commander of the **U.S.S. Al-Batani**. A demanding taskmaster, he and his son had a tortured relationship ever since Tom was a boy. **Kathryn Janeway** served under Admiral Paris on the **Al-Batani**. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 19, 43, 71**

Paris, Thomas Eugene **Starfleet** officer, former **Maquis** mercenary, and helmsman of the **U.S.S. Voyager** as of 2371. He is the son of **Admiral Owen Paris**. An accomplished pilot, Paris became the first human to break the **Warp 10** barrier in 2372. He designed and inaugurated the revolutionary **Delta Flyer** in 2375, but was reduced in rank from lieutenant to ensign by **Captain Janeway** later that same year for his conduct in an encounter with the **Moneans**. He had an avid interest in automobiles, suborbital aircraft, and other notable items of prewarp technology. Headstrong and proud, he is friends with **Harry Kim**, and has been romantically involved with several female crew members including **B'Elanna Torres**. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 29, 43, 71**

Paris Delight A special blend of coffee, created by **Neelix** in 2372, to honor **Tom Paris**'s historic achievement of reaching **Warp 10**. Tom wished the tribute tasted better. (*Starship Log*: 'Threshold' [VOY]) **SEE FILE 71**

Parker Second-in-command of the **Starfleet** force under siege at **Federation** base **AR-558** in 2375. Parker was killed 10 days before **Captain Sisko**'s resupply team arrived. (*Starship Log*: 'The Siege of AR-558' [DS9]) **SEE FILES 70**

Parliament Class-M, non-aligned world in the **Alpha Quadrant**. The **United Federation of Planets** has used Parliament to host diplomatic talks. In 2364, the **U.S.S. Enterprise NCC-1701-D** transported the **Selay** and **Antican** representatives here to discuss their Federation applications, but their continued rivalry precluded an acceptance to full membership. (*Starship Log*: 'Lonely Among Us' [TNG]) **SEE FILES 3, 18, 69**



⬤ **Tom Paris proved his worth in the Delta Quadrant as helmsman of the U.S.S. VOYAGER, after many years spent as a Maquis defector, penal colony inmate, and disgraced Starfleet officer.**

Parmak, Dr. During the time that **Garak** worked for **Enabran Tain**, this **Cardassian** was brought to him for interrogation. Parmak broke down and confessed after four hours of being stared at by **Garak**, even though the interrogator never laid a finger on him. (*Starship Log*: 'The Die is Cast' [DS9]) **SEE FILES 50, 70**

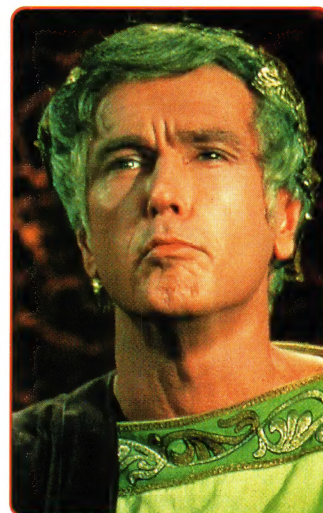
Parmen Long-lived male humanoid. Parmen and his people spent some time on Earth during the time of Greek philosopher Plato, but by 2268 they had long since left and set up home on **Platonius**. Parmen dominated a small colony of philosophers emulating the ancient Greeks, and used telekinetic powers to amuse himself and torture others, including **James T. Kirk** and **Commander Spock**. (*Starship Log*: 'Plato's Stepchildren' [TOS]) **SEE FILES 18, 58, 68**

Parn, Legate **Cardassian Central Command** representative. After **Gul Dukat**'s capture by the **Maquis** in 2370, Parn claimed Dukat had armed **Cardassian** colonists and deserved his fate. Parn was actually covering his own complicity. (*Starship Log*: 'The Maquis', Part II [DS9]) **SEE FILE 70**

parrises squares This potentially hazardous sport requires two teams of four, a court, and mallets. The risky game is popular among **Starfleet** personnel. The 2342 championships were marred when **Klingon M'Kota R'cho** killed a referee. (*Starship Log*: '11001001' [TNG]; 'The Swarm' [VOY]) **SEE FILES 7, 43, 69, 71**

'Parrot's Claw, The' A case for the fictitious detective **Dixon Hill**, in which Hill discovered that **Jimmy Cuzzo** 'iced' **Marty O'Fallon**. Testimony from Hill and **Rex** the bartender sealed Cuzzo's fate, and Cuzzo swore revenge. (*Starship Log*: 'Manhunt' [TNG]) **SEE FILES 56, 69**

Paris, Linnis
Paris, Owen
Paris, Thomas Eugene
Paris Delight
Parker
Parliament
Parmak, Dr.
Parmen
Parn, Legate
parrises squares
'Parrot's Claw, The'
parsec
Parson II
Parsons, Ensign
parthas à la Yuta
parthenogenic implant
Particle 010
particle beam weapons
particle fountain
particle injector
particle stream
particle stream buffer
particle synthesis
Parton
Parvenium Sector
passive high-resolution series
'Past Prologue'
Pasteur, U.S.S.



⬤ **Parmen gained the power of telekinesis when he arrived on Platonius, and used it to dominate others.**



⬤ **Tasha Yar and Worf were among four U.S.S. ENTERPRISE NCC-1701-D crew members who played parrises squares against the team of STARBASE 74.**



parsec

Astronomical unit of measure equaling 3.26 light years. (*Starship Log*: 'The Trouble With Tribbles' [TOS]; 'Tin Man' [TNG]; 'Threshold' [VOY]) **SEE FILES 3, 68, 69, 71**

Parsion II

A rich **feldomite** deposit was found on this planet in 2373. This surprising news threw the **Sepian Commodities Exchange** into a tailspin and left **Quark** destitute. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILE 70**

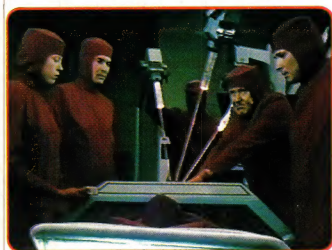
Parsons, Ensign

Starfleet crewman assigned to the **U.S.S. Voyager**. In 2371, Parsons was forced to finish cooking **darvot fritters** when **Neelix** left the galley. He would have preferred **hot pejuta** with lemon. (*Starship Log*: 'Phage' [VOY]) **SEE FILE 71**

parthas à la Yuta

Will Riker's lighthearted name for a spicy **Acamarian** dish prepared for **Sovereign Marouk** by one of her servants, named **Yuta**. **Parthas** are green vegetables with plump roots. (*Starship Log*: 'The Vengeance Factor' [TNG]) **SEE FILES 18, 58, 69**

parthenogenic implant



An organ grown artificially and surgically inserted into a recipient body. **Captain Jean-Luc Picard** received a parthenogenic heart in 2365, on **Starbase 515**, when a previous replacement heart malfunctioned. (*Starship Log*: 'Samaritan Snare' [TNG]) **SEE FILES 7, 43, 65, 69**

▶ In 2365, **Captain Jean-Luc Picard** underwent a successful parthenogenic implant operation.

Particle 010

Borg designation for **Omega Molecules**, which they regard as perfection in an almost spiritual way. Drones have orders to assimilate Omega at all costs. The Borg first heard about it in 2145. (*Starship Log*: 'The Omega Directive' [VOY]) **SEE FILES 5, 71**

particle beam weapons

This crude but powerful firearm is possibly unique to the **Delta Quadrant** and capable of various levels of fragmentation and vaporization of a target. **Tom Paris** found the **Entharan** rifle model less accurate than **Starfleet**-issue compression rifles but easier to handle, and sought to acquire one from **Kovin** in 2374. In 2375, **Harry Kim**, **Ahni Jetal**, and the **EMH** were attacked by an unknown species using a tribarrel rifle that left a residual charge of **plasmic energy** in its target's body. (*Starship Log*: 'Concerning Flight' [VOY]) **SEE FILES 60, 71**

particle fountain

This mining system was developed by **Dr. Farallon**. It used an orbiting platform to generate a ground-breaking beam. In 2364, **Captain Picard** of the **U.S.S. Enterprise NCC-1701-D** was expected to approve the experimental system, but test trials ended prematurely when the main **particle impeller**, a primary system component, overloaded. (*Starship Log*: 'The Quality of Life' [TNG]) **SEE FILES 32, 69**



▶ **Dr. Farallon's particle fountain** would have allowed planets to be mined from orbit.

particle injector

A political protestor named **Makull** planned to use a device such as this to sabotage his **Delta Quadrant** world's **polaric ion** power system in 2371. The particle injector introduces **thermal neutrons** which neutralize the core. (*Starship Log*: 'Time and Again' [VOY]) **SEE FILES 18, 71**

particle stream

In 2365, **Geordi La Forge** figured this warp drive component could clear out a malfunctioning **holodeck** and free **Dr. Pulaski**. It was not used because it presented a danger to human life. (*Starship Log*: 'Elementary, Dear Data' [TNG]) **SEE FILE 69**

particle stream buffer

Part of the **ferroplasmic infusion** unit used to reliquify **Atrea IV's** core in 2370. The particle stream buffer is initialized after the **energy transfer matrix** is primed. (*Starship Log*: 'Inheritance' [TNG]) **SEE FILE 69**

particle synthesis

Matter-transforming technology developed by the **Delta Quadrant** race known only as **Species 116**. **Arturis** used it to disguise his ship as a **Federation** vessel, the **U.S.S. Dauntless**, and ensnare the **U.S.S. Voyager** crew, who were led to believe **Starfleet** had sent the **Dauntless** to return them to the **Alpha Quadrant**. (*Starship Log*: 'Hope and Fear' [VOY]) **SEE FILES 40, 71**



▶ **Particle synthesis** masked the true nature of the '**U.S.S. DAUNTLESS**' from the crew of the **U.S.S. VOYAGER**.

Parton

This **Starfleet** cadet and engineer was a member of the elite **Red Squad** that was in command of the **U.S.S. Valiant** in 2374. (*Starship Log*: 'Valiant' [DS9]) **SEE FILES 31, 70**

Parvenium Sector

This area of space was the site of a magnetic wave study performed by the **U.S.S. Enterprise NCC-1701-D** in 2368. Shortly after, the **Kataan probe** was discovered here. (*Starship Log*: 'The Inner Light' [TNG]) **SEE FILE 69**

passive high-resolution series

Non-invasive data gathering. The **Cytherian probe** was studied at close range, via shuttlecraft, by **Geordi La Forge** and **Reginald Barclay**. Scans of the electromagnetic band and neutron densitometer revealed nothing. (*Starship Log*: 'The Nth Degree' [TNG]) **SEE FILE 69**

'Past Prologue'

Jake Sisko was writing a story with this title in 2373, while sharing quarters with **Nog**. **Nog** found the **PADD** containing Jake's tale while tidying up, and corrected his friend's spelling errors and grammar. (*Starship Log*: 'The Ascent' [DS9]) **SEE FILE 70**

Pasteur, U.S.S.

This medical starship was captained by **Beverly Picard** in **Q's anti-time future** reality. The ship was destroyed by **Klingons** while tracking down a dangerous temporal anomaly. (*Starship Log*: 'All Good Things ...' [TNG]) **SEE FILES 31, 43, 69**

▶ The spherical hull of the medical vessel **U.S.S. PASTEUR** reflected the shape of **Starfleet's** earliest, **DAEDELUS-class** starships.

